BROWN DRAGONS

Brown dragons are wingless and have a coloration similar to that of desert sands, ranging from dim brown at wyrmling stage to almost white at their most ancient stage of life. They have small, webbed claws that are well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon scales tend to be.

Desert Dwellers. Brown dragons, also known as great desert dragons, occupy many of the massive deserts in the world, though you wouldn't know it unless you went looking for them. Brown dragons prefer to tunnel deep into the desert sands, where they sleep in a burrow at night, surfacing to attack prey. While they can survive indefinitely on a diet of rock and sand, live meat is their preferred game. They are ferocious beasts, and while they are intelligent, they view most humanoid beings as food, and they believe that it is strange to talk with one's meal. Brown dragons are able to digest sand and other mineral materials to sustain themselves over long periods of time. However, meat is their preferred diet, with horseflesh being a particular favourite.

Draconic Dialects. Brown dragons speak their own dialect of draconic language that can sometimes be hard for other draconic speakers to understand. The written language is practically the same, but they make use of many unique phrases

that can make their version of draconic sound almost like an entirely different language to the untrained ear.

Bloodthirsty Battles. Battles between brown and blue dragons are legendary for their unbridled ferocity. Many of the people from desert regions occupied by a brown dragon tend to have a curious respect for the brown scaled creatures, so these tales often make the blue dragons look more evil than the brown.

Ambush Predators. These subterranean draconic predators are extremely skilled in the art of the ambush. Young brown dragons are well versed in ambush tactics and will wait for hours beneath the sand if it means a potential meal. As they age, brown dragons learn to leverage their innate magical abilities to create illusions similar to what a wizard with the Hallucinatory Terrain spell might achieve. In the dragon's case, they often use this magic to create an illusion depicting an oasis directly above the place they have buried themselves. Once their prey has come close to get a drink of water, the dragon drops the illusion and strikes from below.

A Brown Dragon's Lair.

Brown dragons are found in deserts, often close to settled areas. They are fierce and savage creatures, who equate their own cruelty with that of the desert heat. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers completed with interconnecting tunnels. They love to loot ancient and forgotten treasures to add to their hoards, often accumulating a massive amount of physical objects. To a brown dragon, the older and more obscure a piece of treasure, the better. During the day, they tunnel upward, listening silently for hours, laying in wait for food to walk above their patient jaws.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Sand erupts from the ceiling above in a 10 ft. area. All creatures on the floor beneath this space must succeed on a DC 15 Dexterity Saving Throw or be knocked prone. A creature who fails this save by more than 5 is also restrained (escape DC 15).
- Acid bubbles up from the sand below in a 5 ft. space. The space becomes difficult terrain any time a creature moves into it or starts their turn there they take 4d4 (10) acid damage, or half as much on a successful DC 15 Dexterity Saving Throw.
- A cloud of sand swirls about in a 20-foot-radius sphere centred on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A powerful sandstorm rages within 6 miles of the dragon's lair. Creatures within the sandstorm move as if through difficult terrain and everything more than 5 feet away is heavily obscured.
- The sun within 10 miles of a brown dragon's lair is relentlessly hot and it never seems to rain. Living creatures that rely on water to survive must succeed on a DC 15 Constitution saving throw daily at noon to avoid gaining a level of exhaustion unless exceptionally well prepared to deal with the heat.
- Water within 1 mile of the dragon's lair becomes highly acidic and burns anything it comes in contact with. Water carried in a vessel that will not be destroyed by acid is transformed into a vial of acid.

If the dragon dies, the sandstorm dissipates immediately and the other effects gradually fade over 1d10 days.

Brown Dragon Wyrmling

Medium Dragon, Typically Neutral Evil

Armour Class - 17 (natural armor)
Hit Points - 52 (8d8 + 16)
Speed - 30 ft., burrow 60 ft.

STR 18 (+4)
DEX 10 (+0)
CON 15 (+2)
INT 12 (+1)
WIS 12 (+1)
CHA 15 (+2)

Saves STR +6, DEX +2, CON +4, WIS +3
Skills Perception +5, Stealth +2
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 120 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Proficiency Bonus +2

Traits

Efficient Lungs.
The dragon can hold its breath for up to 1 year.

Actions

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 10 (1d12 + 4) piercing damage plus 3 (1d6) acid damage.

Acid Breath (Recharge 5-6).
The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

Young Brown Dragon

Large Dragon, Typically Neutral Evil

Armour Class - 18 (natural armor)
Hit Points - 168 (16d10 + 80)
Speed - 30 ft., burrow 60 ft.

STR 22 (+6)
DEX 10 (+0)
CON 20 (+5)
INT 14 (+2)
WIS 14 (+2)
CHA 17 (+3)

Saves STR +10, DEX +4, CON +9, WIS +6
Skills Perception +10, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 240 ft., passive Perception 20
Languages Common, Draconic
Challenge 9 (5,000 XP)

Proficiency Bonus +4

Traits

Efficient Lungs.
The dragon can hold its breath for up to 10 years.

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 19 (2d12 + 6) piercing damage plus 5 (1d10) acid damage.

Claw.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 13 (2d6 + 6) slashing damage.

Acid Breath (Recharge 5-6).
The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

Adult Brown Dragon

Huge Dragon, Typically Neutral Evil

Armour Class - 18 (natural armor)
Hit Points - 168 (18d12 + 80)
Speed - 40 ft., burrow 80 ft.

STR 26 (+8)
DEX 10 (+0)
CON 24 (+7)
INT 15 (+2)
WIS 16 (+3)
CHA 19 (+4)

Saves STR +13, DEX +5, CON +13, WIS +8
Skills Perception +13, Stealth +5
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 600 ft., passive Perception 23
Languages Common, Draconic
Challenge 16 (15,000 XP)

Proficiency Bonus +5

Traits

Efficient Lungs.
The dragon can hold its breath for up to 100 years.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +13 to hit, reach 10 ft., one creature.
Hit: 21 (2d12 + 8) piercing damage plus 5 (1d10) acid damage.

Claw.
Melee Weapon Attack: +13 to hit, reach 5 ft., one creature.
Hit: 15 (2d6 + 8) slashing damage.

Tail.
Melee Weapon Attack: +13 to hit, reach 15 ft., one creature.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Illusory Oasis.
The dragon can make a 150 foot cubic area centred on a point within 300 feet of itself look, sound, and smell like some other sort of natural terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt a DC 15 Intelligence (Investigation) check to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. The illusion lasts for 1 hour or until the dragon dismisses it as a bonus action.

Sandstorm (Recharge 6).
Centred on a point the dragon can see within 120 ft., a violent vortex of sand erupts and fills a 60 foot radius making the area heavily obscured for 1d4 rounds. When the creature

enters the area for the first time on a turn or starts its turn there, it takes 4 (1d8) bludgeoning damage and must succeed on a DC 15 Dexterity Saving Throw or be knocked prone.

Acid Breath (Recharge 5-6).
The dragon exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack

Sandstorm (Costs 2 Actions).
The dragon uses its sandstorm action, if available.

Ancient Brown Dragon

Gargantuan Dragon, Typically Neutral Evil

Armour Class - 18 (natural armor)
Hit Points - 507 (26d20 + 234)
Speed - 40 ft., burrow 80 ft.

STR 30 (+10)
DEX 10 (+0)
CON 28 (+9)
INT 17 (+3)
WIS 18 (+4)
CHA 21 (+5)

Saves STR +17, DEX +7, CON +16, WIS +11
Skills Perception +18, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 600 ft., passive Perception 23
Languages Common, Draconic
Challenge 23 (50,000 XP)

Proficiency Bonus +7

Traits

Efficient Lungs.
The dragon can hold its breath for up to 1,000 years.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +17 to hit, reach 15 ft., one creature.
Hit: 23 (2d12 + 10) piercing damage plus 11 (2d10) acid damage.

Claw.
Melee Weapon Attack: +17 to hit, reach 10 ft., one creature.
Hit: 16 (2d6 + 10) slashing damage.

Tail.
Melee Weapon Attack: +17 to hit, reach 20 ft., one creature.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Illusory Oasis.
The dragon can make a 150 foot cubic area centred on a point within 300 feet of itself look, sound, and smell like some other sort of natural terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to

see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt a DC 18 Intelligence (Investigation) check to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. The illusion lasts for 1 hour or until the dragon dismisses it as a bonus action.

Sandstorm (Recharge 6).
Centred on a point the dragon can see within 120 ft., a violent vortex of sand erupts and fills a 60 foot radius making the area heavily obscured for 1d6 rounds. When the creature enters the area for the first time on a turn or starts its turn there, it takes 4 (1d8) bludgeoning damage and must succeed on a DC 18 Dexterity Saving Throw or be knocked prone.

Acid Breath (Recharge 5-6).
The dragon exhales acid in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
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Sandstorm (Costs 2 Actions).
The dragon uses its sandstorm action, if available.